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## CHAPTER 4: GUIDELINES FOR NEW CONSTRUCTION IN "CONTEMPORARY STYLES"

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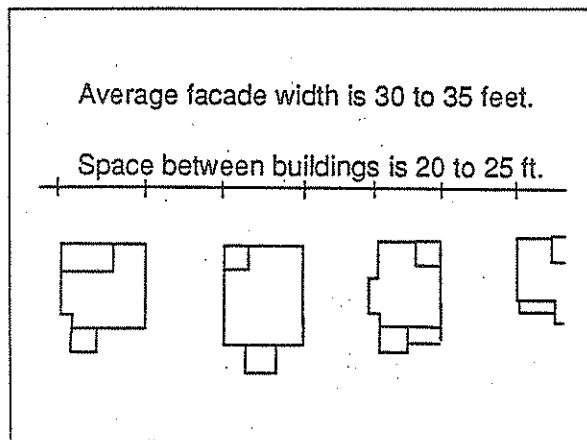
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## CHAPTER 4: GUIDELINES FOR NEW CONSTRUCTION IN "CONTEMPORARY STYLES"

### Policy:

In general, contemporary styles should be harmonious in form, material and scale with the Village character. Design of ornament and trim and other details is more flexible in this category of design.

### BUILDING ORIENTATION



Guideline 23. Uniform setbacks and even spacing of buildings are distinct characteristics of the Village that are to be respected in new construction.

#### 23. ALIGN THE FACADE OF THE BUILDING WITH THE HISTORIC SET-BACKS OF THE SUB-AREA

- Most set-backs in the Cottage Area were: 10 feet.
- Most set-backs in the Commercial Core Area were: 0 feet.
- Most set-backs in the Multi-use Area were: 10 feet (from the inside sidewalk edge).
- See also, Guidelines for Site Design, Book 1.

#### 24. DEVELOP PRIMARY FACADES TO BE "PEDESTRIAN-INTERESTING" AT THE GROUND LEVEL.

- Provide significant areas of glass to display goods, services, and activities to provide interest to the street.
- Where glass is not feasible, consider developing decorative wall surfaces or using screens or plant materials to create variety for pedestrians.

### BUILDING FORM AND SCALE



Guideline 25. As exemplified by this original Village drawing, break up the massing of large buildings with dormers and porches. Establish a rhythm similar to that of a row of detached houses.

#### 25. NEW BUILDINGS SHOULD APPEAR SIMILAR IN MASS AND SCALE WITH HISTORIC STRUCTURES IN THE SUB-AREA.

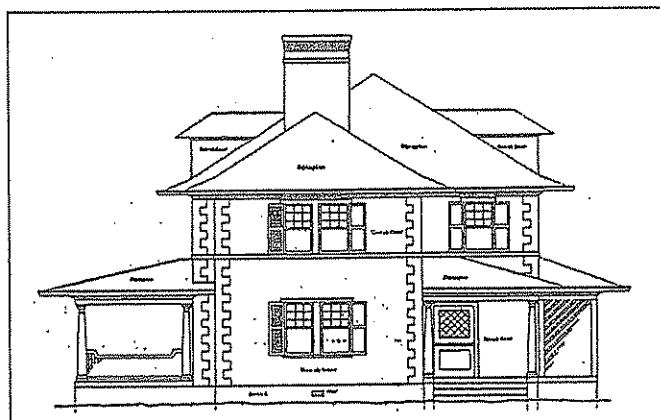
- Primary facades should not exceed 30 feet in height.
- Where new building facades will be wider than those found traditionally, subdivide the surface into portions similar in scale to historic facades by varying set-backs, roof forms, and materials.

**26. USE BUILDING FORMS THAT MATCH THOSE USED HISTORICALLY.**

- For structures in the Cottage Area, use a basic rectangular form modulated with extensions, wings, and porches.
- Sloped roofs are encouraged in all areas, except the Commercial Core.
- Flat parapets are encouraged for primary facades in the Commercial Core.

**27. USE ROOF FORMS THAT MATCH THOSE USED HISTORICALLY IN THE SUB-AREA.**

- Dominant roof shapes for the Cottage Area should be gabled. Hipped and gambrel roofs are also appropriate.
- With cottage-type structures, use dormers to add interest to the roof line.

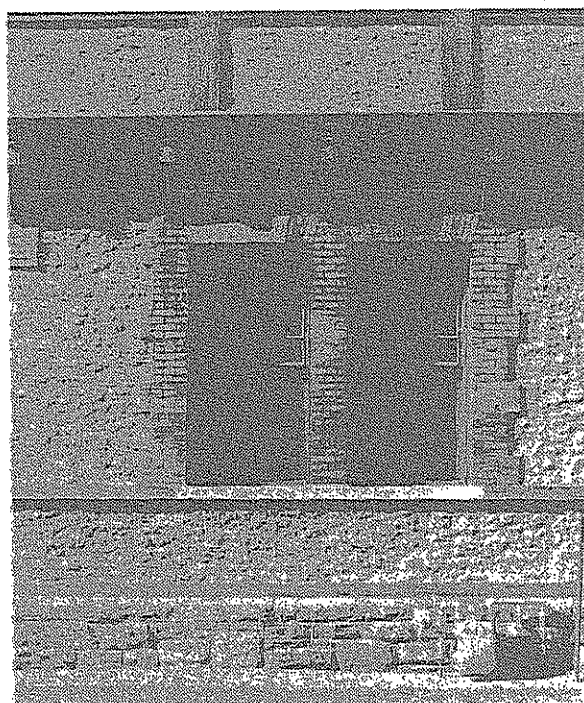


Guideline 27. Hipped roofs are dominant forms in this cottage design.

## MATERIALS

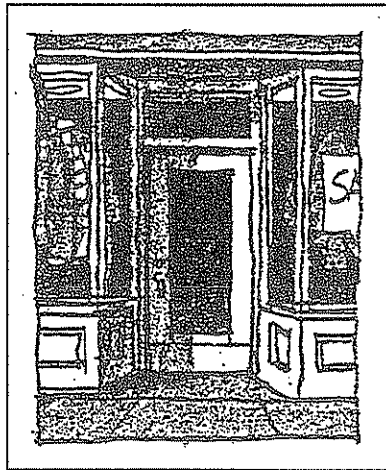
**28. USE BUILDING MATERIALS THAT ARE SIMILAR TO THOSE USED HISTORICALLY FOR ALL MAJOR SURFACES.**

- Stucco in "Pebbledash" and "Rough Cast" finishes were the dominant building materials.
- Brick was the dominant material for commercial buildings in the Village Core.
- Materials for roofs should be similar in appearance to those used historically and muted red in color.
- New materials may be used if their appearances are similar to those of the historic building materials. For example, substitute stucco products may be used if they can be configured to represent the texture of pebbledash.
- Unfinished materials, including raw aluminum, rough-sawn or unpainted wood are inappropriate. All wood trim should have a painted finish.



Guideline 28. Use building materials that are similar to those used historically for all major surfaces. Pebbledash, stone foundations, and brick quoins are typical of the buildings designed by Hunt.

## ENTRANCES



Guideline 31. In the Village Core, define entrances by recessing them from the primary facade.

29. ORIENT THE BUILDING WITH THE MAIN ENTRANCE FACING THE STREET.

30. IN THE COTTAGE AND MULTI-USE AREAS, DEFINE MAJOR ENTRANCES WITH PORCHES.

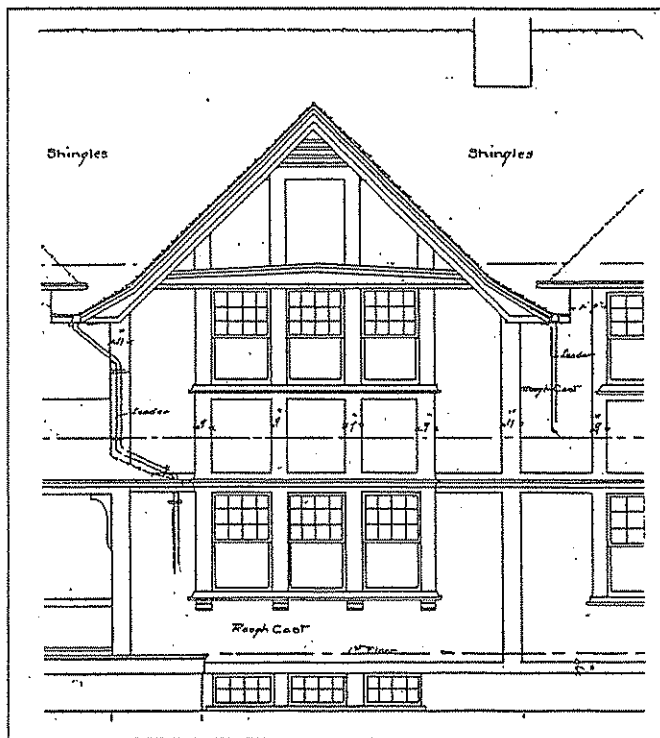
31. IN THE VILLAGE CORE, DEFINE ENTRANCES BY RECESSING THEM FROM THE PRIMARY FACADE.

- Consider adding emphasis to recessed entrances with awnings or canopies.

32. DOOR FRAMES SHOULD HAVE A PAINTED OR ANODIZED FINISH.

- Unpainted wood or shiny metal finishes are inappropriate in the Village.

## WINDOWS



Guideline 33. In order to create large surfaces of glass, consider combining windows in sets.

33. USE OF WINDOW SIZES AND PROPORTIONS SIMILAR TO HISTORIC DESIGNS IS ENCOURAGED.

- Window frames, sash, and muntins should be similar in scale to original designs.
- Wood sash is encouraged.
- To create larger surfaces of glass, consider combining several standard windows in a row.
- Standard window dimensions were: 2 feet-9 inches x 5 feet-0 inches.

IN ADDITION TO THE GUIDELINES LISTED ABOVE, ALSO REFER TO BOOK 1 FOR THESE TOPICS:

- Site Design (including landscaping)
- Signs
- Illumination (of buildings and sites)